

# CANT HACK IT ON YOUR OWN



It's the far off dystopian future of 1989. Working as a Wage Slave for Megacorp, you scrape by each day. During your brief time off each week, you team up with other Wage Slaves bringing down the Man.

Between sessions plan a Heist using email, IM, or social media, playing Wage Slaves communicating after or during work.

Start each session at the onset of your Heist and proceed as planned.

One player is controlling the Man responding to the other player's actions, instead of playing a Wage Slave.

During your plan, the Man introduces Obstacles, causing it to go awry.

Whenever facing an Obstacle each Wage Slave announces their Action simultaneously on the Man's Mark. If you don't choose, your character hesitates, failing to react.

Roll 2d6 once for each group of Wage Slaves making the same action.

Hit: On 7-x to 7+x, where x is the number of acting Wage Slaves, the Man's Obstacle weakens and reacts.

Critical Hit: On 1 higher than the number of acting Wage Slaves the Man's Obstacle is removed.

Miss: On any other number the Man's Obstacle stands strong and reacts.